FIG. 1

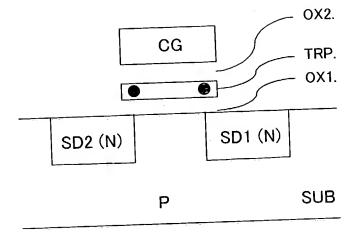
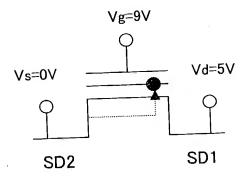
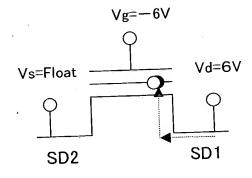


FIG. 2

A. WRITE OPERATION



B. ERASE OPERATION



C. READ-OUT OPERATION

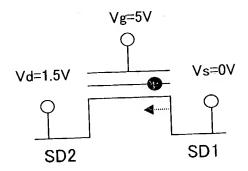
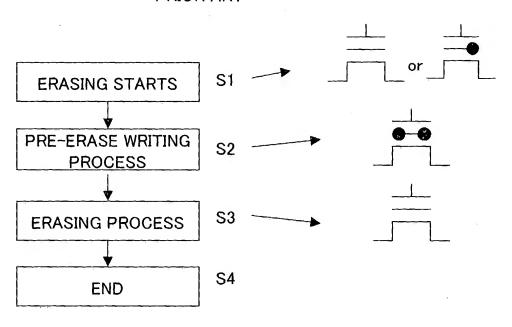
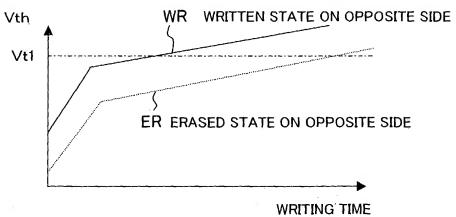


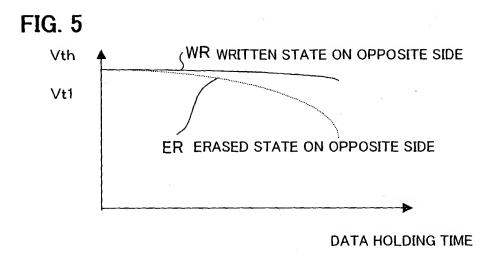
FIG. 3

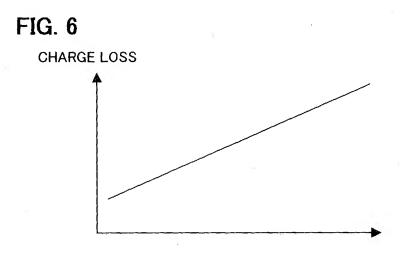
PRIOR ART











REWRITING NUMBER OF TIMES

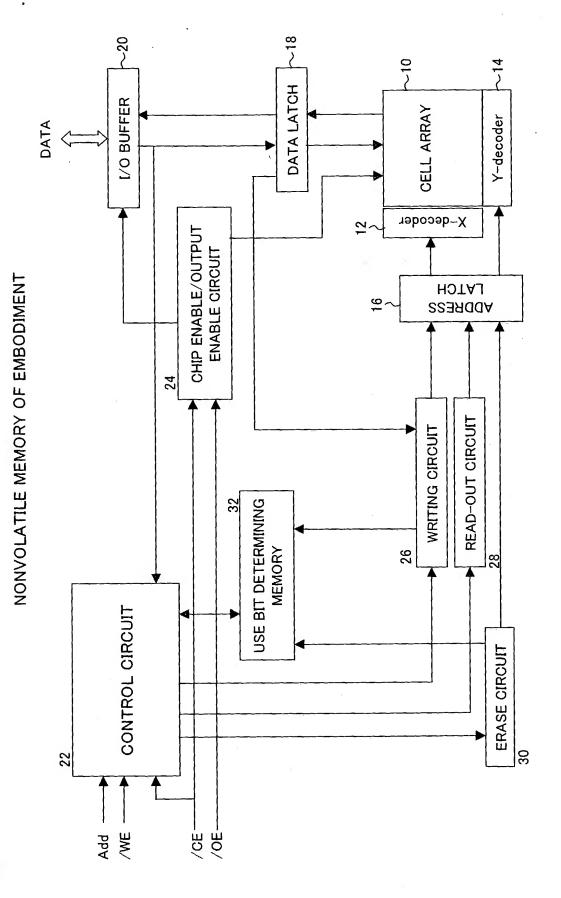


FIG. 8

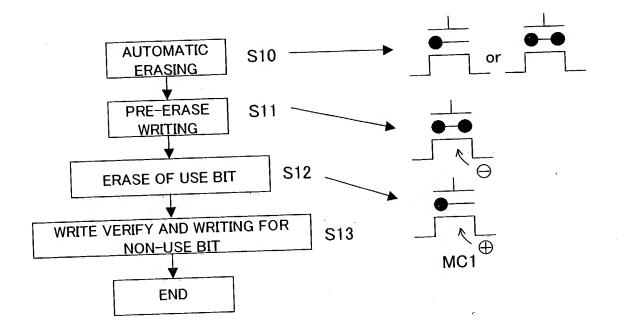
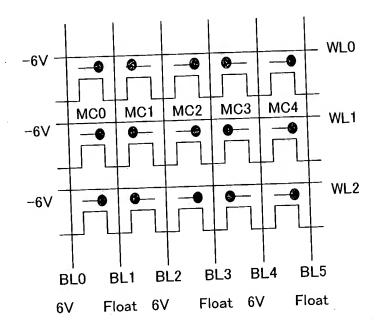


FIG. 9



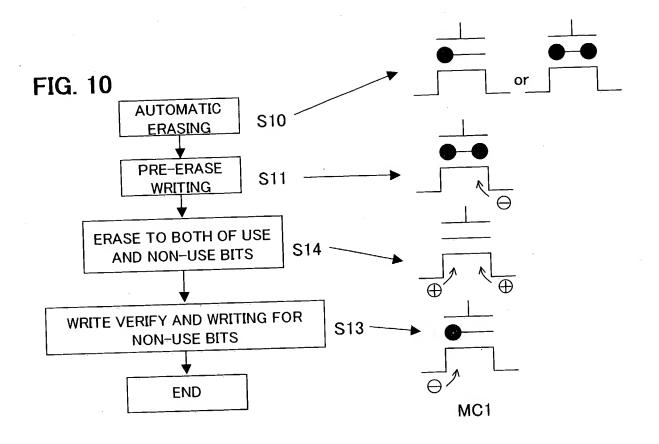
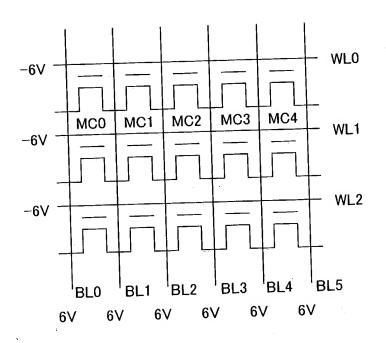


FIG. 11





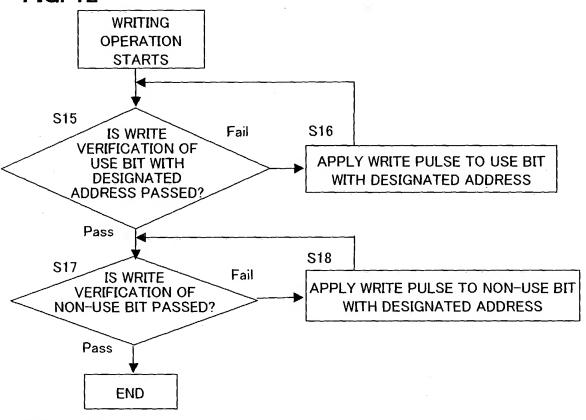


FIG. 13

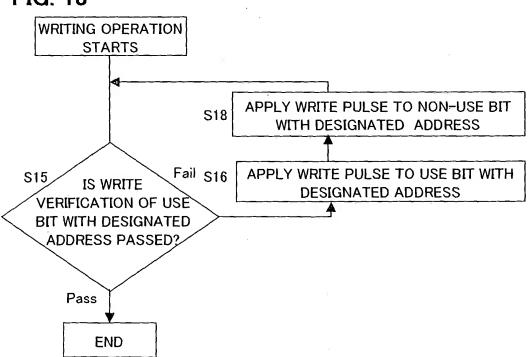


FIG. 14

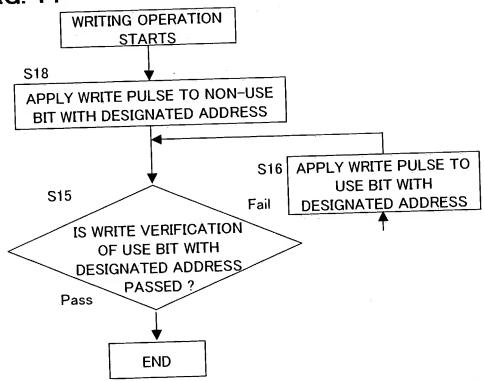
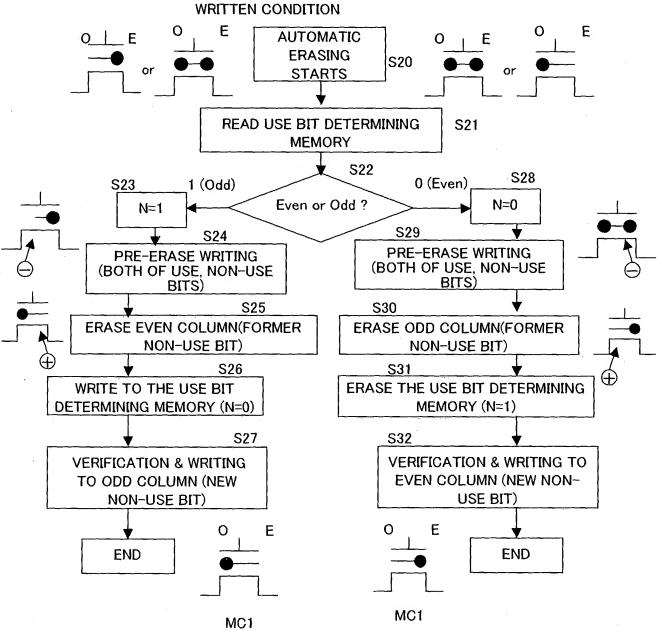
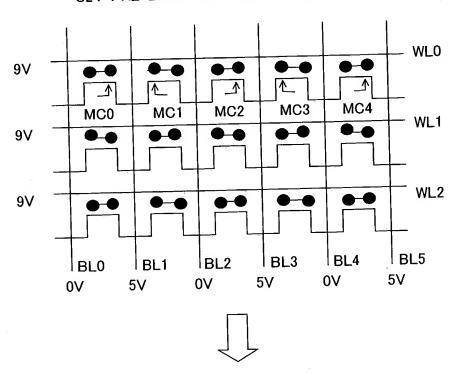


FIG. 15

AUTOMATIC ERASING OPERATION (1)
WITH REPLACEMENT OF NON-USE BIT TO
USE BIT, IN WHICH NON-USE BIT IS KEPT IN
WRITTEN CONDITION



S24 PRE-ERASE WRITING PROCESS



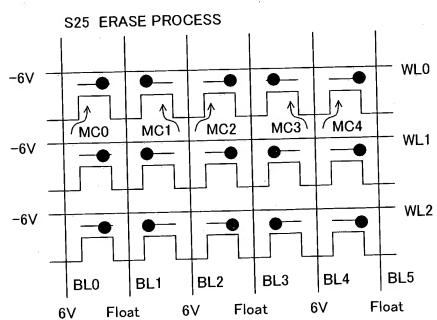
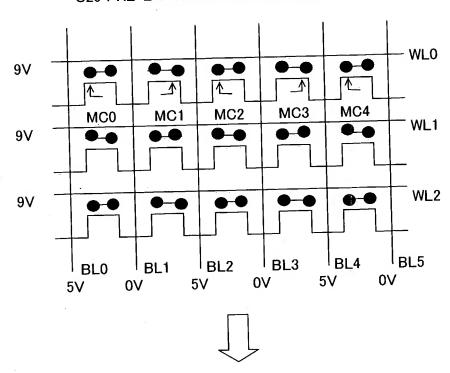


FIG. 17

S29 PRE-ERASE WRITING PROCESS



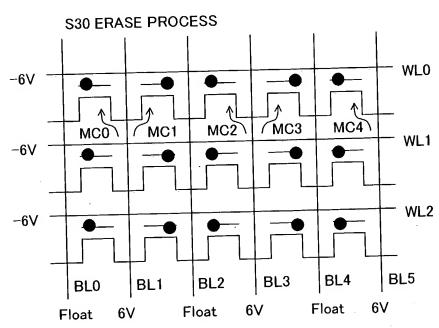


FIG. 18

AUTOMATIC ERASING OPERATION (2)
WITH REPLACEMENT OF NON-USE BIT
TO USE BIT, IN WHICH NON-USE BIT IS

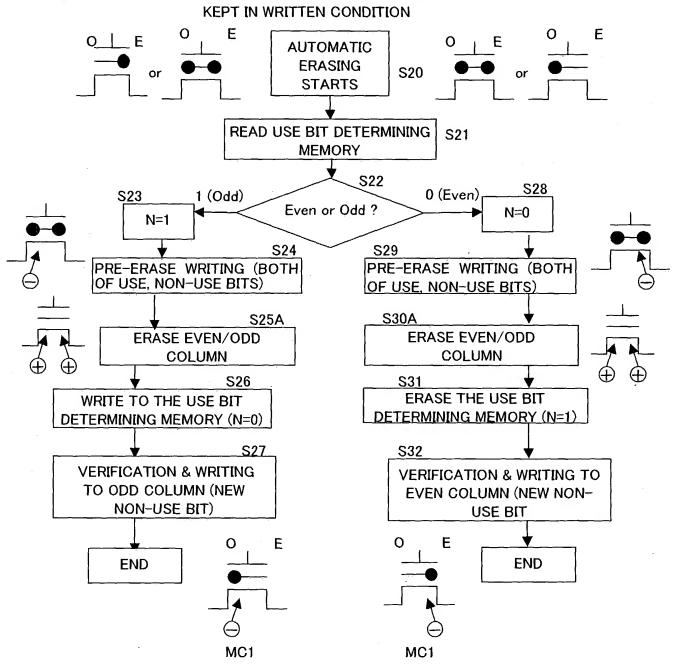


FIG. 19

AUTOMATIC ERASING OPERATION (3)
WITH REPLACEMENT OF NON-USE BIT
TO USE BIT, IN WHICH NON-USE BIT IS
KEPT IN WRITTEN CONDITION

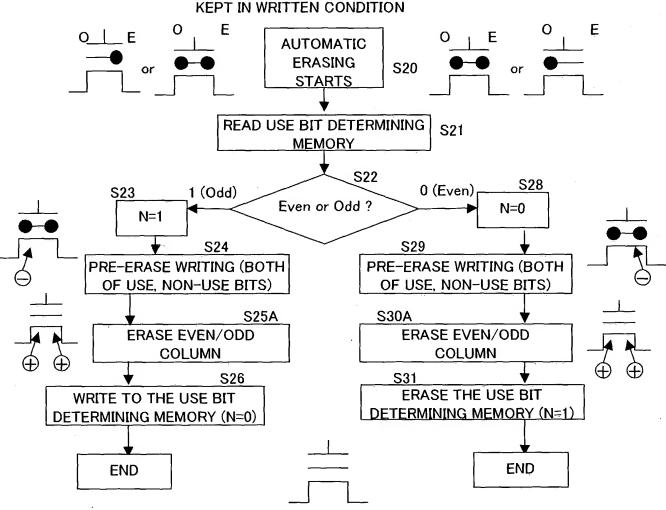


FIG. 20

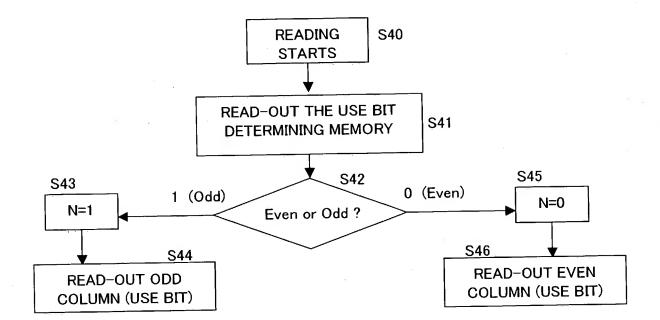


FIG. 21

AUTOMATIC ERASING OPERATION (1)

WITH REPLACEMENT OF NON-USE BIT

TO USE BIT, IN WHICH NON-USE BIT IS

KEPT IN ERASED CONDITION

E **AUTOMATIC ERASING** S20 or **STARTS** READ USE BIT DETERMINING **S21** MEMORY **S22 S28** 0 (Even) S23 1 (Odd) Even or Odd? N=1 S24B S29B PRE-ERASE WRITING TO PRE-ERASE WRITING TO EVEN ODD COLUMN (USE BIT) COLUMN (USE BIT) S30B **ERASE ODD COLUMN ERAE EVEN COLUMN** (USE BIT) (USE BIT) S31 S26 **ERASE THE USE BIT** WRITE TO THE USE BIT **DETERMINING MEMORY (N=1)** DETERMINING MEMORY (N=0) **END END** MC1 MC1

FIG. 22

AUTOMATIC ERASING OPERATION (2)
WITH REPLACEMENT OF NON-USE BIT
TO USE BIT, IN WHICH NON-USE BIT IS
KEPT IN ERASED CONDITION

